LASERLLAMA
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Divine Domains
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Twelve New & Updated Divine Domains for the Cleric Class
in the World's Greatest Roleplaying Game

Divine Domains

At 1st level, a Cleric gains the Divine Domain feature. The following options are available to a Cleric, in addition to those in the *Player's Handbook* and other official options:

Beauty	Hearth	Prosperity
Blood	Luck	Shadow
Cataclysm	Mysticism	Thieves
Chaos	Poverty	—

Beauty Domain

Beauty is a concept that is interpreted differently by different cultures, creeds, and people. For some beauty is an objective standard, unchanging and permanent. For others, true beauty must be fleeting and temporary in order to be appreciated.

Clerics of Beauty recognize that all things are beautiful in their own way, and will go to great lengths to avoid violence. When compelled to fight, Beauty Clerics look to end conflicts quickly and decisively with powerful enchantment magic.

Cleric Level	Feature
1st	Bonus Cantrip, Beauty Domain Spells, Shelter the Beautiful
2nd	Channel Divinity: *Impulsive Infatuation*
6th	Enchanting Presence
8th	Potent Spellcasting
17th	Resplendent Beauty

Bonus Cantrip

1st-level Beauty Domain feature

Your Domain grants you an affinity with enchantments. You learn the *friends* cantrip. It counts as a Cleric cantrip for you, but it doesn't count against your number of Cantrips Known.

When you cast *friends* targeting a creature that is already friendly towards you, it doesn't realize that it was charmed and doesn't become hostile toward you when the spell ends.

Beauty Domain Spells

1st-level Beauty Domain feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Divine Domain class feature for how Domain Spells work.

Cleric Level	Spells
1st	*friends, charm person, heroism*
3rd	*enthrall, suggestion*
5th	*beacon of hope, hypnotic pattern*
7th	*charm monster* [XGtE], *compulsion*
9th	*dominate person, hold monster*

Shelter the Beautiful

1st-level Beauty Domain feature

You rebuke any who attempt to destroy beauty. As a reaction when a creature you can see within 60 feet is hit by an attack, you can grant the creature a bonus to its Armor Class equal to your Wisdom modifier (minimum of +1) against the attack.

Once you use this reaction, you must finish a short or long rest before you can use it again. If you have no uses left, you can expend a spell slot of 1st-level or higher to use it again.

Channel Divinity: *Impulsive Infatuation*

2nd-level Beauty Domain feature

You can use your Channel Divinity to overwhelm a creature with a flash of intense admiration for you, driving it to rash action in your defense. As an action, you can present your holy symbol and force one creature that can see you within 30 feet to make a Wisdom saving throw. On a failed save, the creature is charmed by you until the start of your next turn, and it must immediately use its reaction to make a melee weapon attack against a target of your choice. If there are no targets, it uses its reaction to admire you.

Enchanting Presence

6th-level Beauty Domain feature

You have been blessed with an otherworldly elegance that disarms those who behold you. When you cast an enchantment spell of 1st-level or higher, and the target is within 5 feet of you and can see you, you can impose disadvantage on its saving throw against that spell.

Once a target to fails a saving throw you must finish a short or long rest before you can use this again.

Potent Spellcasting

8th-level Beauty Domain feature

You add your Wisdom modifier (minimum of +1) to the damage you deal with any Cleric cantrip.

Resplendent Beauty

17th-level Beauty Domain feature

Your foes attack you with uncertainty, fearful of damaging the beauty they behold. When a creature that can see you targets you with an attack, you can use your reaction to force it to make a Wisdom saving throw. On a failure, it must choose another target within its range. If there is no other target in range, then its attack misses or fails.

Blood Domain

Clerics that serve gods of this Domain draw upon the power of life-blood to perform great and terrible feats. When there are no creatures from which to draw blood, these Clerics must sacrifice their own vitality to work their magic. Blood Clerics often serve gods that revel in suffering, but some wield this ancient power to serve noble ends.

Cleric Level	Feature
1st	Bonus Proficiencies, Blood Domain Spells, Bloodwell
2nd	Channel Divinity: *Blood Curse*
6th	Sanguine Rebuke
8th	Divine Strike
17th	Vampiric Mastery

Bonus Proficiencies

1st-level Blood Domain feature

Clerics of the Blood Domain are familiar with implements of all sorts that draw blood. You gain proficiency with all martial weapons that deal either slashing or piercing damage.

Blood Domain Spells

1st-level Blood Domain feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Divine Domain class feature for how Domain Spells work.

Cleric Level	Spells
1st	*inflict wounds, ray of sickness*
3rd	*hold person, ray of enfeeblement*
5th	*bestow curse, vampiric touch*
7th	*blight, dominate beast*
9th	*dominate person, hold monster*

Bloodwell

1st-level Blood Domain feature

When you draw blood you can channel it into a sinister ward, known as a Bloodwell. Whenever you deal necrotic, piercing, or slashing damage to a creature with blood in its veins, your Bloodwell gains hit points equal to half the damage you dealt to the creature. Whenever you take damage, your Bloodwell takes the damage first, and if it is reduced to 0 hit points, you take any remaining damage.

Your Bloodwell can have a maximum number of hit points equal to your Wisdom modifier + your Cleric level.

You can sacrifice your own life to fuel your Bloodwell. As a bonus action, you can expend a Hit Die to add hit points to your Bloodwell equal to 1d8 + your Wisdom modifier.

Channel Divinity: *Blood Curse*

2nd-level Blood Domain feature

As an action, you can grasp your holy symbol and force a target within 60 feet to make a Constitution saving throw, so long as it has blood in its veins. On a failure, it is restrained for 1 minute as its blood congeals in its body.

A restrained creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Sanguine Rebuke

6th-level Blood Domain feature

Your Bloodwell rebukes those who dare to strike you. When a creature deals damage to your Bloodwell with a melee attack, you can use a reaction to force it to make a Dexterity saving throw. On a failed save, it takes 2d10 necrotic damage.

You can use this reaction a number of times equal to your Wisdom modifier (minimum of once), and you regain all of your expended uses when you finish a long rest.

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Divine Strike

8th-level Blood Domain feature

Your god imbues your weapon attacks with divine wrath. Once per turn when you hit a creature with a weapon attack, you can deal an additional 1d8 necrotic damage to the target.

At 14th level, the extra necrotic damage increases to 2d8.

Vampiric Mastery

17th-level Blood Domain feature

You can draw power from death. When you kill a creature with a necromancy spell of 2nd-level or higher, you can use your reaction to regain one of your expended spell slots.

The spell slot you recover must be at least one level lower than the spell you cast to kill the creature.

Cataclysm Domain

Gods of the Cataclysm Domain rule over the primal elements of stone and flame. These deities are nearly always chaotic in nature and revel in the destruction caused by their Clerics.

Cleric Level	Feature
1st	Bonus Proficiencies, Cataclysm Domain Spells, Earthen Rebuke
2nd	Channel Divinity: *Cataclysmic Eruption*
6th	Volcanic Strike
8th	Divine Strike
17th	Avatar of Stone & Flame

Bonus Proficiencies

1st-level Cataclysm Domain feature

When you adopt this Divine Domain you gain proficiency with all martial weapons and with heavy armor.

Cataclysm Domain Spells

1st-level Cataclysm Domain feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Divine Domain class feature for how Domain Spells work.

Cleric Level	Spells
1st	*earth tremor* [XGtE], *searing smite*
3rd	*flaming sphere, spike growth*
5th	*erupting earth* [XGtE], *minute meteors* [XGtE]
7th	*stone shape, wall of fire*
9th	*immolation* [XGtE], *wall of stone*

Earthen Rebuke

1st-level Cataclysm Domain feature

You can rebuke your foes with stone and flame. As a reaction when a creature within 5 feet of you hits you with an attack, you can force it to make a Strength saving throw. On a failed save, it takes 1d8 bludgeoning or fire damage (your choice) and is knocked prone. On a success, the creature takes half as much damage and doesn't fall prone.

You can use this reaction a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest. If you have no uses left, you can spend a spell slot to use this feature again.

Channel Divinity: *Eruption*

2nd-level Cataclysm Domain feature

When you deal fire or bludgeoning damage with a feature, attack, or a Cleric spell, you can invoke this Channel Divinity to cause that feature, attack, or Cleric spell to deal maximum possible damage in place of rolling.

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Volcanic Strike

6th-level Cataclysm Domain feature

Once per turn when you deal bludgeoning or fire damage to a Large or smaller creature, you can cover it in volcanic slag, reducing its walking speed by 10 feet until the beginning of your next turn. As an action, a creature can touch the target and scrape the slag off to end this effect early.

A creature covered in this slag cannot take reactions.

Divine Strike

8th-level Cataclysm Domain feature

Your god imbues your weapon attacks with divine wrath. Once per turn when you hit a creature with a weapon attack, you can deal an additional 1d8 fire damage to the target.

At 14th level, the extra fire damage increases to 2d8.

Avatar of Stone & Flame

17th-level Cataclysm Domain feature

You have become one with elemental stone and flame. You gain resistance to fire damage and nonmagical bludgeoning, piercing, and slashing damage. You are also immune to the fire and bludgeoning damage from any Cleric spell you cast.

Chaos Domain

Only worshiped by the most unhinged devotees, or believers in pure anarchy, gods (and other entities) of Chaos, care little for the wellbeing of their followers. Their desires are often incomprehensible to mortals, and for the Clerics who access the power that comes from the Chaos Domain, it is only a matter of time before they are overtaken by insanity.

Cleric Level	Feature
1st	Words of Chaos, Chaos Domain Spells, Shattered Mind
2nd	Channel Divinity: *Touch of Madness*
6th	Channel Divinity: *Discordia*
8th	Potent Spellcasting
17th	Mantle of Insanity

Words of Chaos

1st-level Chaos Domain feature

You can project the chaos within your mind into the world through your twisted words. You learn the *vicious mockery* cantrip. It counts as a Cleric spell for you, but it does not count against your total number of Cantrips Known.

Chaos Domain Spells

1st-level Chaos Domain feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Divine Domain class feature for how Domain Spells work.

Cleric Level	Spells
1st	*vicious mockery, dissonant whispers, hideous laughter*
3rd	*crown of madness, phantasmal force*
5th	*bestow curse, fear*
7th	*confusion, hallucinatory terrain*
9th	*antilife shell, synaptic static* XGtE

Shattered Mind

1st-level Chaos Domain feature

At the end of each long rest, you can choose to roll on the Indefinite Madness table from the *Dungeon Master's Guide*. Until the end of your next long rest, you gain the Madness effect, but you also gain resistance to psychic damage and immunity to having your thoughts read unless you allow it.

Channel Divinity: *Touch of Madness*

2nd-level Chaos Domain feature

As an action on your turn, you can grasp your holy symbol and force a creature that can hear you within 30 feet to make a Wisdom saving throw. On a failed save, the madness of your god infects its mind, and it is incapacitated for 1 minute.

While incapacitated the creature babbles incoherently and uses its full movement to move in a random direction.

At the end of each turn, the creature can repeat the saving throw, ending this effect on a successful save.

Channel Divinity: *Discordia*

6th-level Chaos Domain feature

When you are forced to make an Intelligence, Wisdom, or Charisma saving throw, you can use your reaction to invoke this Channel Divinity, forcing a creature of your choice within 30 feet to make the saving throw in your place, becoming the target of the spell in your place.

Potent Spellcasting

8th-level Chaos Domain feature

The madness that festers in your mind empowers your magics. You add your Wisdom modifier to the damage roll of your Cleric cantrips.

Mantle of Insanity

17th-level Chaos Domain feature

You are a conduit for Chaos to enter the world. When a creature you can see within 60 feet targets you with an attack, you can use your reaction to force it to make a Wisdom saving throw. On a failed save, it attacks a target of your choice within its attack's range.

You can use this reaction a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Hearth Domain

Gods of the Hearth are patrons of all those who offer shelter to others. Clerics of the Hearth Domain are often selfless individuals that put the comfort of their companions before all else. They strive to shelter the weak and bolster the spirits of those who are weary. Hearth Clerics see themselves as the first line of defense in the cosmic battle against evildoers that seek to destroy the warm, cozy, and safe places of the world.

Cleric Level	Feature
1st	Bonus Proficiencies, Hearth's Blessing, Hearth Domain Spells
2nd	Channel Divinity: *Restful Sojourn*
6th	Selfless Healer
8th	Divine Strike
17th	Beacon of Hospitality

Bonus Proficiencies

1st-level Hearth Domain feature

A host has certain obligations to their guests, and you must be able to provide comfort and warmth to your friends. When you adopt this Divine Domain level you gain proficiency with the herbalism kit, cook's utensils, and with heavy armor.

Hearth's Blessing

1st-level Hearth Domain feature

Your presence allows your companions to rest without care. At the end of each short rest, you can choose a number of creatures equal to your Wisdom modifier (minimum of 1). Their level of exhaustion, if any, reduced by 1, and regain (additional) hit points equal to your Cleric level.

In addition, you learn the *create bonfire* cantrip. It counts as a Cleric cantrip for you, but it does not count against your total number of Cantrips Known.

Hearth Domain Spells

1st-level Hearth Domain feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Divine Domain class feature for how Domain Spells work.

Cleric Level	Spells
1st	*create bonfire* [XGtE], *goodberry*, *sanctuary*
3rd	*healing spirit* [XGtE], *rope trick*
5th	*catnap* [XGtE], *tiny hut*
7th	*faithful hound*, *private sanctum*
9th	*circle of power*, *hallow*

Channel Divinity: *Restful Sojourn*

2nd-level Hearth Domain feature

As an action on your turn, you can touch your holy symbol to a willing creature, causing it to fall under the effects of the *catnap* spell. When you cast *catnap* in this way, the spell has its duration reduced to 1 minute.

Selfless Healer

6th-level Hearth Domain feature

Your god protects you when you protect others. Whenever you cast a Cleric spell that restores hit points or stabilizes a creature, you also gain the benefits of the Dodge action until the beginning of your next turn.

Divine Strike

8th-level Hearth Domain feature

You channel the warmth of the Hearth into your strikes. Once per turn when you hit a creature with a weapon attack, you can deal an additional 1d8 fire damage to the target.

At 14th level, the extra fire damage increases to 2d8.

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Beacon of Hospitality

17th-level Hearth Domain feature

Your god has blessed you with unmatched hearty resilience. You gain resistance to fire and poison damage, and you have advantage on any saving throw you make to resist becoming frightened, paralyzed, restrained, or stunned.

Luck Domain

Clerics that serve the fickle and spontaneous deities of Luck rarely resemble their fellow Clerics. Their holy symbols are usually sets of dice, pieces from gaming sets, or strange lucky charms. For those who embrace this Domain, the greater the risk, the greater the thrill. Gambling with their lives brings great joy, and they live to encourage rash decisions in others.

Cleric Level	Feature
1st	Bonus Proficiencies, Luck Domain Spells, Tip the Scales
2nd	Channel Divinity: *Stroke of Luck*
6th	Lucky Streak
8th	Potent Improvisation
17th	Divine Roulette

Bonus Proficiencies

1st-level Luck Domain feature

In the game of life, sometimes you win, and sometimes you need to improvise. You gain proficiency in Sleight of Hand, improvised weapons, and one gaming set of your choice.

Also, if you spend 1 minute observing or playing a game you add double your proficiency bonus to any ability check you make related to that game until the end of your next long rest. Only one game can benefit from this feature at a time.

Luck Domain Spells

1st-level Luck Domain feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Divine Domain class feature for how Domain Spells work.

Cleric Level	Spells
1st	*bane, bless*
3rd	*enhance ability, rope trick*
5th	*bestow curse, remove curse*
7th	*banishment, dimension door*
9th	*reincarnate, skill empowerment*

Tip the Scales

1st-level Luck Domain feature

Your luck empowers those blessed by your spells. When you cast a spell of 1st-level or higher that restores hit points, one target of the spell has advantage on its next ability check, attack roll, or saving throw.

Channel Divinity: *Stroke of Luck*

2nd-level Luck Domain feature

When you or a creature within 60 feet that you can see, makes an ability check, attack roll, or saving throw, you can use your reaction to hold aloft your holy symbol and grant it advantage, or impose disadvantage, on the target's roll.

Lucky Streak

6th-level Luck Domain feature

Your attack rolls score a critical hit on a roll of 7 or 20 on the d20, but your rolls of 13 and 1 on the d20 are critical failures.

Potent Improvisation

8th-level Luck Domain feature

You can use your Wisdom modifier, in place of Strength, for attack and damage rolls with improvised weapons, and your improvised weapon attacks count as magical for the sake of overcoming resistances and immunities.

Also, once per turn when you hit a creature with a weapon attack, you deal a bonus 1d8 radiant damage to the target.

At 14th level, the bonus radiant damage becomes 2d8.

Divine Roulette

17th-level Luck Domain feature

You can push your luck to its limit in a divine game of chance. As an action, you can hold aloft your holy symbol and invoke Divine Roulette. Roll a d10, and the corresponding spell from the Divine Roulette table below immediately takes effect as if cast as a Cleric spell by you. You can choose the target of the spell after you know the spell Divine Roulette will produce.

d10	Spell	d10	Spell
1	*no effect*	6	*power word kill*
2	*imprisonment*	7	*time stop*
3	*invulnerability*	8	*true polymorph*
4	*mass heal*	9	*weird*
5	*power word: heal*	10	*wish*

Once used, you must finish a long rest before you can use this feature again unless you expend a 9th-level spell slot.

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Mysticism Domain

While almost all Clerics draw their power from worship of a specific god, there are some secretive sects of hermits that derive power from their belief in themselves. They spend their lives in quiet solitude, mastering their minds and striving for enlightenment. After years of training and meditation, these monastic masters are able to awaken the inner potential of their minds, and can use this power to produce divine magic.

Cleric Level	Feature
1st	Awakening, Mysticism Domain Spells, Unarmored Defense
2nd	Channel Divinity: *Enlightened Spell*
6th	Aura of Psionic Defense
8th	Potent Spellcasting
17th	Mystic Enlightenment

Awakening

1st-level Mysticism Domain feature

You have awakened the wondrous true potential of your mind. Whenever you cast a Cleric cantrip or Cleric spell that deals radiant damage it deals psychic damage instead.

Mysticism Domain Spells

1st-level Mysticism Domain feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Divine Domain class feature for how Domain Spells work.

Cleric Level	Spells
1st	*catapult* [XGtE], *dissonant whispers*
3rd	*detect thoughts, hold person*
5th	*clairvoyance, enemies abound* [XGtE]
7th	*confusion, phantasmal killer*
9th	*dominate person, telekinesis*

Unarmored Defense

1st-level Mysticism Domain feature

You have gained minor precognitive abilities. So long as you are not wearing armor, your Armor Class equals 10 + your Dexterity modifier + your Wisdom modifier.

Channel Divinity: *Enlightened Spell*

2nd-level Mysticism Domain feature

When you cast one of your Mysticism Domain Spells, you can expend a use of your Channel Divinity to cast the spell so that it requires no verbal or somatic components, and no material components unless they are consumed by the spell.

Optional Rule: Psionic Spellcasting

For the mechanics to match the fantasy of a Cleric who uses psionic power to cast spells, replace any of your Wisdom-based Cleric class and Mysticism Domain features with Intelligence.

Aura of Psionic Defense

6th-level Mysticism Domain feature

Your mind is a powerful defense for you and your allies. You gain resistance to psychic damage, and when you or a creature you can see within 15 feet makes an Intelligence, Wisdom, or Charisma saving throw, you can use a reaction to add your Wisdom modifier (minimum of +1) to its roll.

Potent Spellcasting

8th-level Mysticism Domain feature

The wondrous power of your mind bolsters your cantrips. When you deal damage with a Cleric cantrip you add your Wisdom modifier (minimum of +1) to the damage roll.

Mystic Enlightenment

17th-level Mysticism Domain feature

Your mind and body have become saturated with psionic power. You are immune to psychic damage, and so long as you are not wearing armor, you are resistant to bludgeoning, piercing, and slashing damage from non-magical attacks.

Poverty Domain

Deities of the Poverty Domain value quality of devotion over quantity and have strict requirements for their Clerics. They are required to give up all material possessions beyond basic necessities. Usually, Clerics of Poverty are only armed with a quarterstaff and carry only a small amount of food and water and a cloak on their back. These fervently devout Clerics are bound by divine law to seek peace above all, resorting to violence only when all other options have been exhausted.

Cleric Level	Feature
1st	Bonus Proficiencies, Poverty Domain Spells, Mantle of Poverty
2nd	Channel Divinity: *Guardian's Shield*
6th	Warrior of Mercy
8th	Divine Strike
17th	Ascetic Master

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Bonus Proficiencies

1st-level Poverty Domain feature

You are blessed with supernatural insight into the hearts of others, so that you may avoid violence at all costs. You gain proficiency in Insight, and you add double your proficiency bonus to any Wisdom (Insight) checks that you make.

Poverty Domain Spells

1st-level Poverty Domain feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Divine Domain class feature for how Domain Spells work.

Cleric Level	Spells
1st	*sanctuary, sleep*
3rd	*hold person, ray of enfeeblement*
5th	*hypnotic pattern, slow*
7th	*death ward, resilient sphere*
9th	*hold monster, wall of force*

Mantle of Poverty

1st-level Poverty Domain feature

As a devout follower of the way of Poverty, your god has blessed you with a special measure of protection against bodily harm. So long as you are not wearing armor, using a shield, and are wielding only a simple weapon (such as a quarterstaff or club), your Armor Class equals 10 + your Constitution modifier + your Wisdom modifier.

Channel Divinity: *Guardian's Shield*

2nd-level Poverty Domain feature

When a creature you can see within 30 feet takes damage, you can use your reaction to clutch your holy symbol and invoke this Channel Divinity. You then take the full damage of the triggering attack but are considered to be resistant to any damage you take during this reaction.

Warrior of Mercy

6th-level Poverty Domain feature

You can bless your enemies with supernatural mercy. When you reduce a creature to 0 hit points with a simple weapon or Cleric spell, you can choose to charm the creature in place of killing it.

Instead of falling unconscious, the creature falls to 1 hit point and is charmed for 10 minutes. It is docile and will refuse to do anything unless you use a bonus action to command it. You cannot order it to attack, cast a spell, or cause damage of any kind. This effect ends early if the charmed creature takes damage. If it still has hit points remaining when the effect ends the creature falls unconscious.

Once you use this feature you must finish a short or long rest before you can use it again.

Divine Strike

8th-level Poverty Domain feature

You god chastises those you choose to strike. Once per turn when you hit a creature with a weapon attack, you can deal an additional 1d8 radiant damage to the target.

At 14th level, the bonus radiant damage becomes 2d8.

Ascetic Master

17th-level Poverty Domain feature

Your ascetic lifestyle has hardened your body against worldly harm. You gain immunity to poison damage and the poisoned condition, and you gain resistance to bludgeoning, piercing, and slashing damage.

Moreover, you are always under the effects of *sanctuary*. However, should you deal damage to a creature you lose the benefits of *sanctuary* until you finish a short or long rest.

Prosperity Domain

With enough gold, most mortal creatures can be motivated to do almost anything. Prosperity Clerics live their lives by this great truth, dedicating their lives to amassing great fortunes. In the service of gods of riches, greed, and trade, they enact divine will through the mercantile arts. Prosperity chooses its Clerics from all walks of life; the wealthy aristocrat, a leader of a crime syndicate, the merchant, or the master artisan. Prosperity Clerics value gold above all else, and view their economic success, or lack thereof, as a sign of divine favor, or disdain.

Prosperity Domain Features

Cleric Level	Feature
1st	Bonus Proficiencies, Domain Spells Gilded Strike
2nd	Channel Divinity: *Distilled Fortune*
6th	Channel Divinity: *Divine Vault*
8th	Potent Spellcasting
17th	Gilded Guardian

Bonus Proficiencies

1st-level Prosperity Domain feature

When you adopt the Prosperity Domain, you gain proficiency in Insight, and whenever you make a Wisdom (Insight) check related to assessing the value of an item you can add double your proficiency bonus to the roll.

In addition, whenever you make a Charisma check related to negotiating a trade or exchange of goods you gain a bonus to the roll equal to your Wisdom modifier (minimum of +1).

Prosperity Domain Spells

1st-level Prosperity Domain feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Divine Domain class feature for how Domain Spells work.

Cleric Level	Spells
1st	*magic stone* [XGtE], *alarm, identify*
3rd	*arcane lock, heat metal*
5th	*sending, tiny servant* [XGtE]
7th	*resilient sphere, secret chest*
9th	*animate objects, legend lore*
17th	*summon construct (metal only)* [TCoE]

Gilded Strike

1st-level Prosperity Domain feature

Your divinely inspired desire for material fortune is imbued in each coin you touch. You learn the *magic stone* cantrip. It counts as a Cleric cantrip for you, but it does not count against your total number of Cantrips Known.

However, when you cast *magic stone*, you use must coins in place of stones, increasing the damage based on its value: copper (1d6), silver (1d8), gold (1d10), gems (2d6).

Channel Divinity: *Distilled Fortune*

2nd-level Prosperity Domain feature

As an action, you can touch your holy symbol to one Large or smaller non-magical object, that is not being worn, carried, or part of a structure. It is transfigured into a tiny precious gemstone worth the exact monetary value of the item.

As an action, a creature can crush the gemstone, causing the object to reappear on an empty flat surface within 5 feet.

You can have a total number of objects transfigured in this way equal to your Wisdom modifier (minimum of 1). You can't transfigure an additional object while at your maximum.

Channel Divinity: *Divine Vault*

6th-level Prosperity Domain feature

When you cast a spell that requires a material component with a gold cost, you can use this Channel Divinity to draw upon the Divine Vault of your god, substituting the material component of the spell with an object from their vault.

This Channel Divinity can be used to substitute material components worth up to 50 times your Cleric level in gold.

Potent Spellcasting

8th-level Prosperity Domain feature

Your god empowers your magic with their burning lust for wealth. When you deal damage with a Cleric cantrip you add your Wisdom modifier (minimum of +1) to the damage roll.

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Gilded Guardian

17th-level Prosperity Domain feature

You can summon one of the Gilded Guardians that protect the Divine Vault of your god. Once per long rest, when you cast *summon construct (metal)*, you can cast it at 7th-level, without expending a spell slot. When cast in this way, *summon construct* has the following changes:

- The Guardian is constructed from gold, gems, valuables, and other miscelaneos treasure.
- The spell does not require your concentration.
- The duration of the spell becomes 8 hours.
- As an action, the Guardian can consume nearby treasure as an action, regaining hit points equal to the gold value of the treasure.

You can only have one construct from *summon construct* conjured at a time, casting the spell again causes any other constructs, including your Gilded Guardian, to instantly disappear.

Shadow Domain

Followers of Shadow worship many gods. Some are gods of twilight and dusk that work in tandem with the forces of the natural world. Others are sinister gods worshiped by those that live underground, who fear and despise the light of day above all. Whether good or evil, Clerics of Shadow wield the darkness as an extension of themselves, using its power to sow fear and confusion. They blot out the light and instill terror in any who work against the will of their gods.

Cleric Level	Feature
1st	Eyes of Night, Shadow Domain Spells Shroud of Shadow
2nd	Channel Divinity: *Cloying Darkness*
6th	Improved Shroud
8th	Potent Spellcasting
17th	Terror of the Void

Eyes of Night

1st-level Shadow Domain feature

Your god grants you enhanced sight so you may serve in the shadows. You gain darkvision out to a distance of 120 feet. If you already have darkvision its range becomes 120 feet.

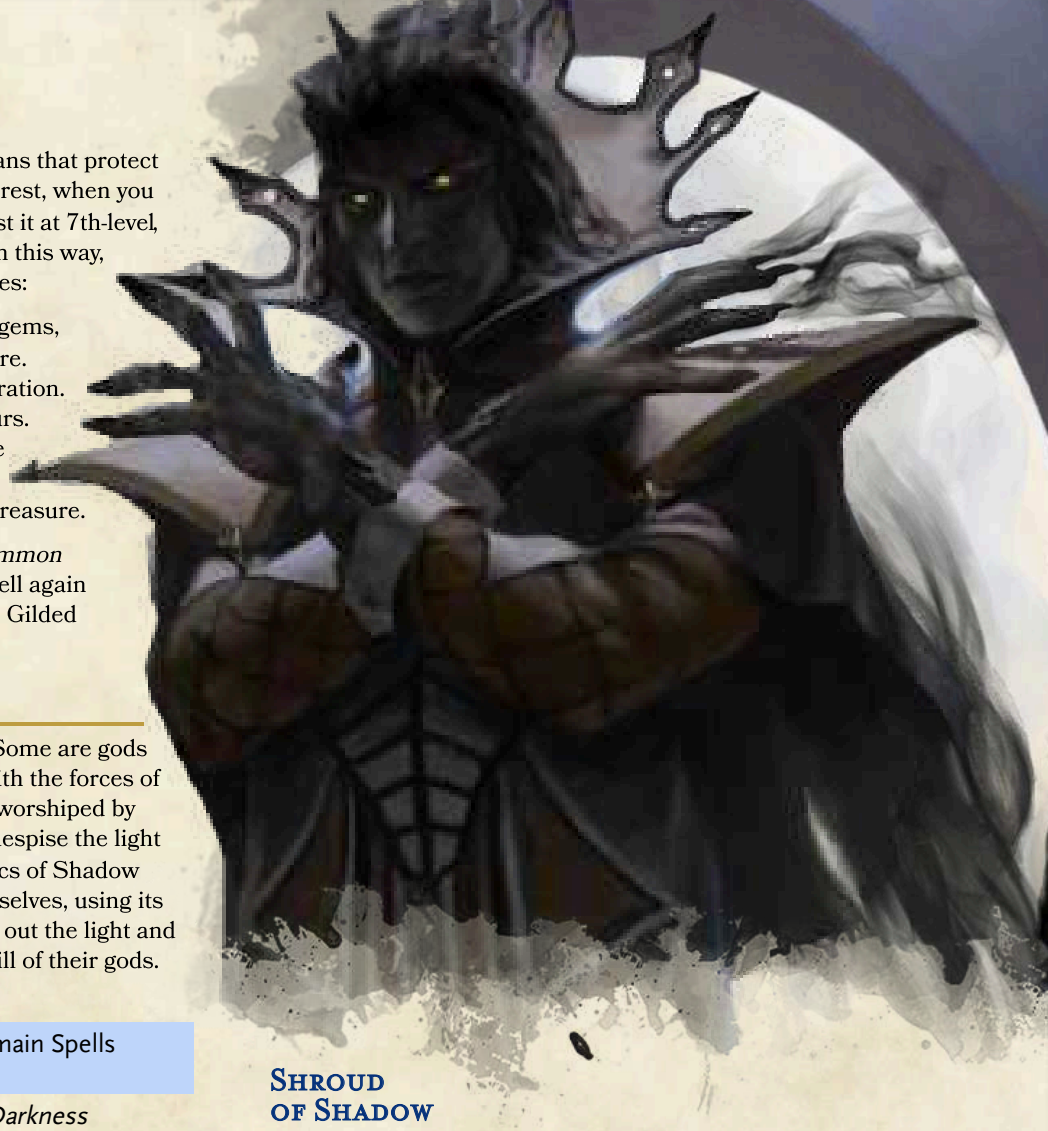
When you reach 6th level in this class, your darkvision allows you to see in magical, as well as mundane, darkness.

Shadow Domain Spells

1st-level Shadow Domain feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Divine Domain class feature for how Domain Spells work.

Cleric Level	Spells
1st	*arms of hadar, cause fear* [XGtE]
3rd	*darkness, shadow blade* [XGtE]
5th	*enemies abound* [XGtE], *fear*
7th	*black tentacles, phantasmal killer*
9th	*dream, enervation* [XGtE]



Shroud of Shadow

1st-level Shadow Domain feature

You conjure the darkness of your god to defend yourself from assaults. When a creature you can see within 30 feet targets you with an attack, you can use your reaction to conjure a cloud of darkness that billows around you and imposes disadvantage on the creature's attack roll. Creatures that can see through magical darkness are immune to this feature.

You can use this reaction a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Channel Divinity: *Cloying Darkness*

2nd-level Shadow Domain feature

As an action, you can grasp your holy symbol and conjure a cloud of advanced darkness. All light sources within 30 feet are extinguished, and magical lights produced by a spell of a level equal to half your Cleric level or lower are dispelled.

Moreover, when you use this Channel Divinity, creatures of your choice within 30 feet must make a Constitution saving throw. Creatures take necrotic damage equal to 2d10 + your Cleric level on a failed save, and half as much on a success.

Improved Shroud

6th-level Shadow Domain feature

When a creature you can see within 30 feet attacks another creature you can see, you can use your reaction to conjure Shroud of Shadow around the target creature and impose disadvantage on the creature's attack roll.

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Potent Spellcasting

8th-level Shadow Domain feature

When you deal damage with a Cleric cantrip you add your Wisdom modifier (minimum of +1) to the damage roll.

Terror of the Void

17th-level Shadow Domain feature

You can momentarily open a window into the void between the stars. As an action, you can produce an aura of magical darkness that emanates out from you in a 60-foot radius. Creatures of your choice within the aura have disadvantage on saving throws against spells that deal cold or necrotic damage or cause the frightened condition.

This aura of darkness lasts for 1 minute, or until you are incapacitated or choose to end it as an action on your turn.

Thieves Domain

Not all who serve the gods do so for upright reasons. Thieves guilds are often founded on the worship of deities of larceny and will offer a portion of proceeds to their god Sometimes, an especially talented, or desperate thief is granted the boon of divine aid and made a Cleric of the Domain of Thieves.

Cleric Level	Feature
1st	Cunning Skill, Thieves Domain Spells, Larcenous Blessing
2nd	Channel Divinity: *Cloak of Thieves*
6th	Light Feet
8th	Divine Strike
17th	Pilfer Potential

Cunning Skill

1st-level Thieves Domain feature

You gain proficiency in thieves' tools and one of the following skills: Acrobatics, Deception, Sleight of Hand, or Stealth.

You also learn to speak, write, and decipher Thieves' Cant, the secret code of thieves' guilds and other rapscallions.

Larcenous Blessing

1st-level Thieves Domain feature

Whenever you make a Dexterity (Stealth), Dexterity (Sleight of Hand), or thieves' tools check, you can add your Wisdom modifier (minimum of +1) to the result of your roll.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain your expended uses when you finish a long rest.

Thieves Domain Spells

1st-level Thieves Domain feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Divine Domain class feature for how Domain Spells work.

Cleric Level	Spells
1st	*fog cloud, sleep*
3rd	*arcane lock, pass without trace*
5th	*gaseous form, nondetection*
7th	*greater invisibility, secret chest*
9th	*legend lore, passwall*

Channel Divinity: *Cloak of Thieves*

2nd-level Thieves Domain feature

As an action on your turn, you can grasp your holy symbol and cloak yourself in the mantle of your god. For 1 minute, you become invisible and your movement does not produce any sound. This effect instantly ends early if you attack, cast a spell, or force a creature or object to make a saving throw.

Light Feet

6th-level Thieves Domain feature

Any good thief knows they must be light on their feet. So long as you are not wearing medium or heavy armor or wielding a shield or a weapon with the heavy property, you can take the Disengage or Dash action as a bonus action on your turn.

Divine Strike

8th-level Thieves Domain feature

When deceit fails your weapons strike true. Once per turn when you hit a creature with a weapon attack, you can deal an additional 1d8 damage of your weapon's damage type.

At 14th level, this additional damage becomes 2d8.

Pilfer Potential

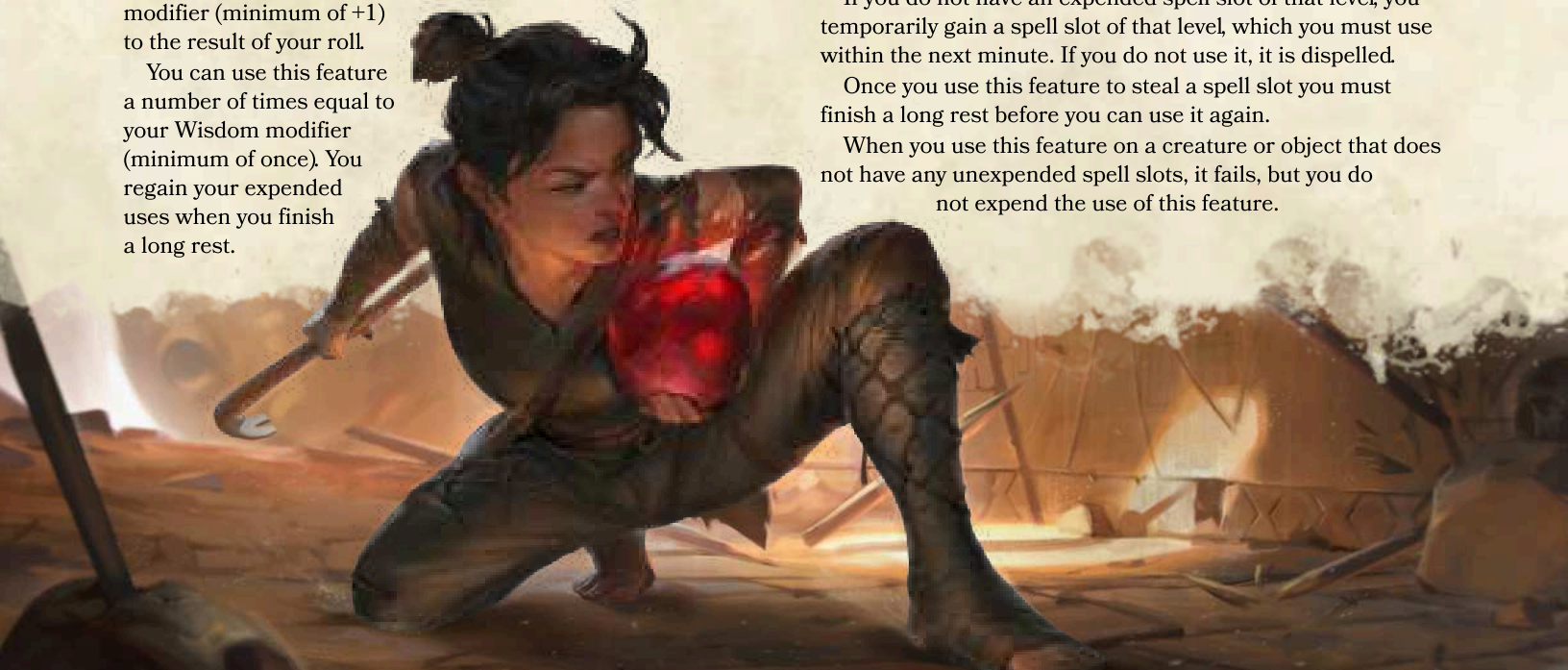
17th-level Thieves Domain feature

Your larcenous skills rival those of the gods themselves, and you gain the ability to steal magical potential itself. As an action, you can touch a creature or magic item and steal one of its unexpended spell slots of 5th-level or lower. If you have an expended spell slot of that level, you regain it.

If you do not have an expended spell slot of that level, you temporarily gain a spell slot of that level, which you must use within the next minute. If you do not use it, it is dispelled.

Once you use this feature to steal a spell slot you must finish a long rest before you can use it again.

When you use this feature on a creature or object that does not have any unexpended spell slots, it fails, but you do not expend the use of this feature.



Alternate Divine Domains

Below are alternate versions of official Divine Domains for the Cleric that may be found by some to be underwhelming or have mechanics that are considered to be unsatisfying.

Alternate Arcana Domain

Alternate Arcana Domain

The Arcana Domain for the Cleric was originally published in the *Sword Coast Adventurer's Guide*, and is widely accepted as an underwhelming subclass for the Cleric. The Alternate Arcana Domain is an attempt to bring the Divine Domain up to par with other officially published Cleric subclasses.

Cleric Level	Feature
1st	Arcana Domain Spells, Arcane Initiate
2nd	Channel Divinity: *Arcane Abjuration*
6th	Spell Breaker
8th	Potent Spellcasting
17th	Arcane Mastery

Arcana Domain Spells

1st-level Arcana Domain feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Divine Domain class feature for how Domain Spells work.

When you gain a Cleric level, you can replace one spell from this feature with an abjuration, transmutation, or divination spell of the same level from the Wizard spell list.

Cleric Level	Spells
1st	*magic missile, shield*
3rd	*magic weapon, rope trick*
5th	*counterspell, tiny servant* [XGtE]
7th	*arcane eye, resilient sphere*
9th	*arcane hand, wall of force*

Arcane Initiate

1st-level Arcana Domain feature

You gain proficiency in Arcana, and you learn two cantrips from the Wizard spell list. They count as Cleric spells for you, but they don't count against your number of Cantrips Known.

Channel Divinity: *Arcane Abjuration*

2nd-level Arcana Domain feature

As an action, you can hold aloft your holy symbol and attempt to turn one celestial, elemental, fey, or fiend that can see or hear you within 30 feet. It must succeed on a Wisdom saving throw or be turned as if by your Turn Undead feature.

As you gain levels in this class, this Channel Divinity can destroy a celestial, elemental, fey, or fiend if its CR is equal to or less than the CR of your Destroy Undead feature.

Spell Breaker

6th-level Arcana Domain feature

Your magic dispels all but the most potent curses and spells. When you restore hit points to a creature with a Cleric spell, you can also end a spell of your choice affecting that creature of a level equal to the spell slot you expended or lower.

Potent Spellcasting

8th-level Arcana Domain feature

Your divine knowledge of the arcane empowers your spells. When you deal damage with a Cleric cantrip you add your Wisdom modifier (minimum of +1) to the damage roll.

Arcane Mastery

17th-level Arcana Domain feature

Your god grants you an understanding of arcane magic rivals that of the most powerful archmages. You add one spell of your choice of 6th-level, 7th-level, 8th-level, and 9th-level from the Wizard spell list to your list of Arcana Domain spells.

However, these spells must be chosen from the abjuration, divination, or transmutation schools of magic.

Like the rest of your Arcana Domain Spells, each time you gain a level in this class, you can replace one of the spells you gained from this feature with another spell of the same level from the Wizard spell list, from the spell schools above.

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Divine Domains

Channel the power of the gods and carry out their will on the material plane with twelve New & Updated Divine Domains for the Cleric class.

Beauty - Blood - Cataclysm - Chaos - Hearth
Luck - Mysticism - Poverty - Prosperity
Shadow - Thieves - Alternate Arcana Domain

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